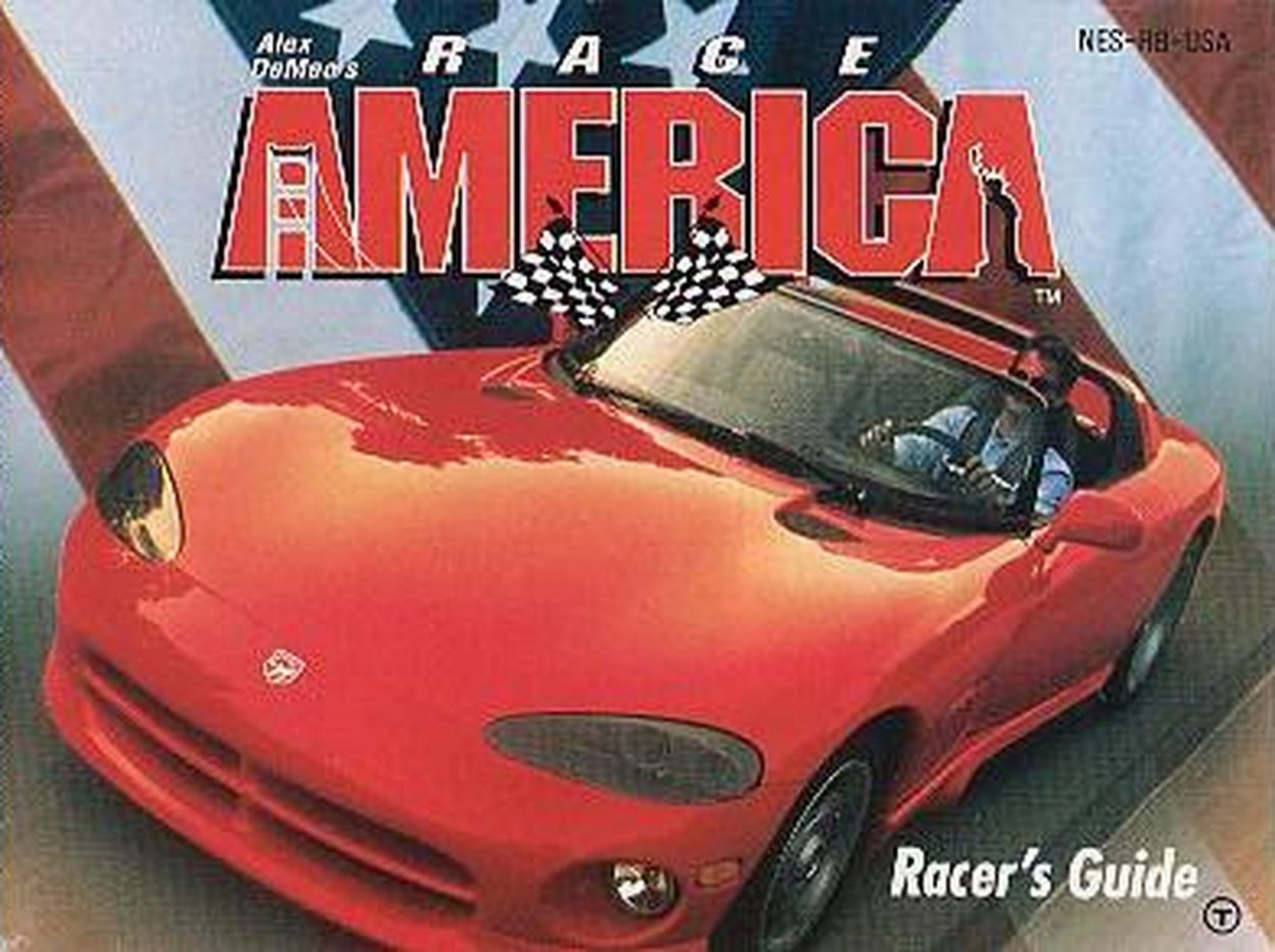
Alex DeMeo's
RACE
AMERICA
TM
NES-RB-USA
Racer's Guide

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SAFETY TIPS

ADVISORY: READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

- Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System®
- This is a high precision game. It should not be stored in places that are very hot or cold. Store it at room temperature. Never hit or drop it. Do not take it apart.
- Avoid touching the terminal connectors. Keep them clean by inserting the Game Pak in its protective storage case.
- Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the Game Pak.

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SPECS

- **Maximum Speed:** 192 MPH
- **Body Frame:** Fiberglass and Steel
- **Engine:** OHV V-10
- **Horsepower:** 400 BHP @ 5200 RPM
- **Maximum engine RPM:** 6000
- **Acceleration:** 0–60 in 4.0 seconds
  0–100 in 14.0 seconds

IT'S A RACE TO THE FINISH!

You're about to enter the race to beat all races. Get ready for the thrills and chills of high-speed racing – cross-country!

Race from city to city, driving by day, driving by night ... race like you've never raced before! You've got total control of your vehicle–use it wisely as you shift up to 6th gear! Take those curves, challenge those straightaways! It's behind-the-wheel action at its best!

There are 9 legs in this giant cross-country circuit. See map below.

Each leg of this circuit is in 2 parts. First, burn out and speed-shift in the daring Drag Race. Then challenge the open road in the ever-dangerous Road Race! Race to the Finish Line and hear the grandstand crowds roar!

Pick who YOU want to race against: a friend or the computer's Team Absolute! Go head-to-head against one of your best friends in the 2-Racer Simultaneous Play! Or select the 1-Racer option to race against one of 8 great computer opponents in each leg of the race! Try to work your way up to racing against #8, A.J. Turbo, the King of the Road!

USING THE CONTROLLERS

The illustration at right shows the controller parts you'll be using as you race.

To Accelerate–Press BUTTON A.

To Upshift–Release BUTTON A and press the control pad UP. Then press BUTTON A again.

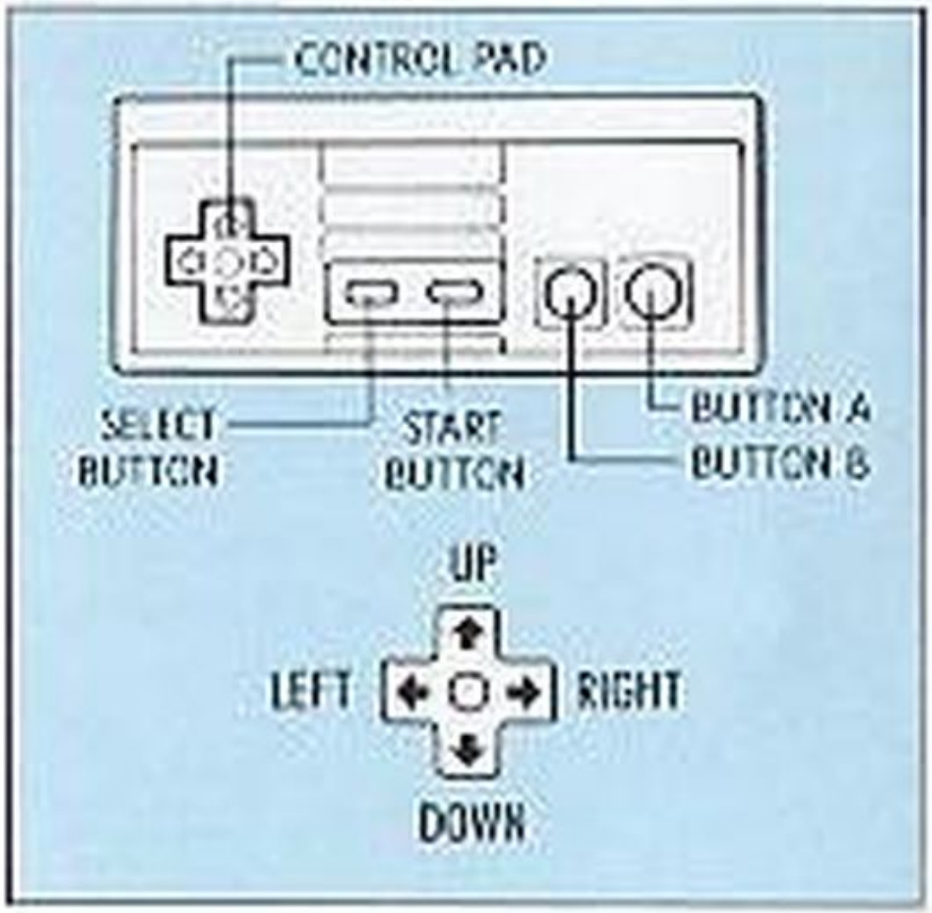
To Downshift–Release BUTTON A and press the control pad DOWN. Then press BUTTON A again. NOTE: You'll downshift automatically if you hit an obstacle, go off the road, or brake.

To Brake–Press BUTTON B.

To Steer Right or Left–Press the control pad RIGHT or LEFT.

To Pause–Press START.

To Unpause–Press START.



GET READY TO RACE!

SELECT THE NUMBER OF RACERS

A red racer always races against a blue one!
Select 1 or 2 RACERS by moving the control pad RIGHT or LEFT on Racer 1's controller. Then press START or BUTTON A to continue.

If you select 1 RACER, you'll go immediately to the computer opponent selection screen. After choosing your opponent, you'll then enter your name on the Sign-On Screen.

If you select 2 RACERS, you'll go directly to the Sign-On screen where you'll enter your name. After you add your name to the roster, your friend then enters his or her name.

THE SIGN-ON SCREEN

To Enter Your Name–Press the control pad until the letter you want is highlighted. Then press BUTTON A. When all letters have been entered, highlight "END" and press BUTTON A.

PICK YOUR COMPUTER OPPONENT

In a 1-Racer game, you have 8 computer opponents to choose from. They're rated from 1 to 8 according to their speed and skill: Lance Slick, Racer #1, is the easiest to beat; A.J. Turbo, Racer #8, is the toughest! Your Ultimate Goal: Beat A.J. in all 9 legs of the race!

You can start against any opponent you like. But if you lose, you will automatically be sent back to race against an easier opponent.

For Example: Hans Von Brakemann, #7, is faster and better than Pierre Sedan, #6. So if you race Hans and lose, you'll automatically be bumped back to race against Pierre in the next leg of the race. But if you win, you'll be bumped up to race against a tougher opponent in the next race—A.J. Turbo, #8!

To Choose Your First Opponent: Press the control pad until the opponent you want is highlighted by the flashing box. Then press START to proceed to the Sign-On screen.

Here's a quick rundown on each of the 8 racers in Team Absolute:

#1. LANCE SLICK– This smooth-talking beach bum hugs those curves like he's shooting the curl of a wave! Native to L.A. smog and city traffic, he's known for his cool moves in his hot roadster!

#2. MIKE LINGUINI–This Italian hotshot swerves back and forth across the highway like slippery spaghetti. You'll never get near him when he's a-cookin' on the road!

#3. DERRICK STETSON–This Texas Oil Baron of the Road herds traffic like cattle . . . and he'll barbecue you to boot! Don't be deceived by his toothy grin; he's all business behind that wheel!

#4. ITO SPEEDO–He's the top grad from the Samurai School of Racecar Driving. The other racers all know that "ITO CAN SPEEDO!" This black-belt driver will blow your doors off with his fancy moves!

#5. VA-VA VROOM–Don't let Va-Va's Hollywood looks fool you! She's the top female racecar driver in the world! Nobody looks better blasting past you while chasing that checkered flag!

#6. PIERRE SEDAN–Stubborn to the max, this stylish Frenchman will try and block your pass every time. But he's always the height of fashion while he's dashin'!

#7. HANS VON BRAKEMANN–Tailgaters beware! Hans has a few tricks up his exhaust! Get too close to his tail and . . . SLAM! Say good-bye to your front end!

#8. A.J. TURBO—"A.J." stands for Awesome Jack! This turbo-charged racer is The King of the Road. There's no foolin' around with A.J.—when you meet him, you'd better come ready to race!

The above rated ratings or descriptions are strictly fictional and do not represent any known living individuals

9 SENSATIONAL LEGS!

In each of the 9 legs of this cross-country circuit, you'll begin with a classic DRAG RACE. At the end of the drag race, you'll immediately start the ROAD RACE sequence on the open highway. Then you'll roar to the finish in that leg's Destination City!

After you've entered your name on the Sign-On Screen, you'll see the Specs Screen where you'll get into your car and take off! Your opponent will do the same.

Then you'll automatically switch to the Leg Screen which lists your Start City and Destination City—and the distance in between! You'll see this screen at the beginning of each leg of the race. It will keep track of your wins, losses and point score as you complete this daring, cross-country circuit! Press START or BUTTON A to continue the race.

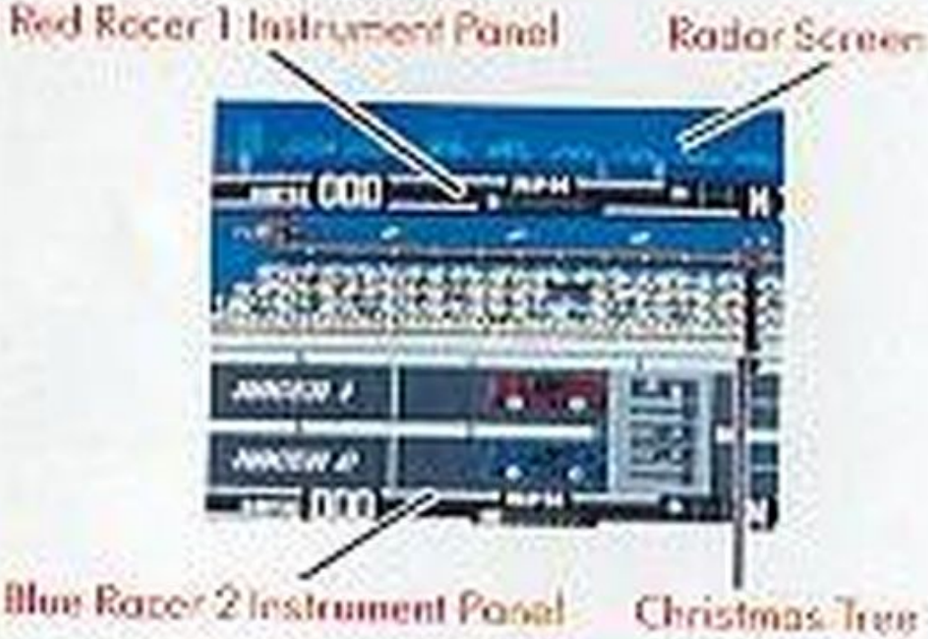
You'll earn bonus points for each drag race and each leg you win. In addition, *all* racers are awarded points based on the number of miles they've completed in each leg. In a 1-Racer game, the tougher your computer opponent, the more points you get. In a 2-Racer game, both players are awarded 225 points per mile.

Check your current standings here!

DRAG RACE

The DRAG RACE will put your speed-shifting abilities to the test. Slide it from Neutral into 1st. Then take off until you're in 6th gear!

Your reaction time will also be on the line because the course is dotted with oil slicks. Avoid them or you'll lose speed.



Racer's Tip: Don't have your foot on the gas pedal for Drag Race. When you're in Neutral, revving your engine and waiting for the big Christmas tree light to flash on, try to keep your RPM bar in the middle of the distance. That way, when the signal comes, you can switch to red light, the engine is ready at the line!

When to Start: The tall stand of lights at the drag strip's starting line (the Christmas Tree) indicates your countdown to START. When the last one lights up—POUR ON THE POWER AND GO!

To Steer During the Drag Race: Press the control pad RIGHT or LEFT to change lanes.

To Upshift: Press and hold BUTTON A to accelerate until the RPM bar is *almost full*. Then release the accelerator (BUTTON A) and tap the control pad UP to shift into a higher gear. The RPM will then go down. Repeat this process until you reach 6th gear.

To Downshift: Release BUTTON A and press the control pad DOWN. Then press BUTTON A again.

To Check Your Progress: At the top of the screen, the Radar Screen shows each racer's position on the drag strip.

THE DRAG RACE INSTRUMENT PANELS

Each racer's instrument panel features the following information:

MPH: This indicates how many miles per hour you're traveling.

RPM: This shows you how fast the engine is running (revolutions per minute).

Gear Position: This number indicates which gear you're in.

ROAD RACE

Now you're on the open road! You still need to use your split-second shifting abilities as well as your lightning reflexes to handle the treacherous traffic, curves and hills.

THE TRAILING WINDOW: If you're in 2nd Place, your car is in the trailing window. If you *pass* the lead car, *your* car will switch to the Main Screen and *your opponent* will be in the trailing window.

The leader is shown on the Main Screen. The other racer is shown in the trailing window.

THE ABSOLUTE HELICAM

All neck-and-neck road races are viewed from above via the Absolute Helicam—our special race helicopter with the latest in high-tech video equipment! Watch from above as your car battles for the lead!

Racer's Tip: The Helicam views the action from above, so you can see what's coming up ahead. Use this information to your advantage!

Catch a bird's-eye view of the close race from the Absolute Helicam!

THE ROAD RACE INSTRUMENT PANELS

Some of the information on the instrument panel is the same as what you found in the drag race. Here's what's new on the screen:

Trip Countdown Display: This shows how many miles you are from the next city.

Steering Wheel: This shows your current steering angle. Just wiggle the steering wheel to check your handling of the car.

Fuel Gauge: This shows how much fuel you have left in your gas tank.

OBSTACLES

Easy does it! There are obstacles everywhere on the road to fame and fortune. Here are just a few of the surprises ahead:

OIL SLICKS: They make you lose traction and slow you down.

OTHER VEHICLES: If you come up on them too fast, you run the risk of rear-ending them! You'll then automatically downshift and have to accelerate again. Watch out for lane switchers.

ROAD SHOULDERS: Watch out when driving on the drag strip–if you drive too close to the side, you'll rub up against it and slow down. It's better to keep inside the lanes. In the road race, if you drive in the rough, you'll also slow down. Try to stay in the center lane to give yourself more leeway.

Racer's Tip: The long, long lines of cars are especially scary, aren't they? Have a look at the way they're moving. See which are the ones that always precede them: they can't affect you, and they'll be your warning that a big slide is coming up fast!

REFUELING

Remember to check your fuel gauge and look for roadside gas cans when you're running low. You can fill up by driving over the cans–but not too fast! Your speed as you approach the gas cans affects how much gas you can get!

Try to avoid crashes and high RPM's, which waste fuel, too!

Sometimes being behind can be an advantage–if you're not *too* far back! You can see gas cans (and even other road conditions) in advance, whereas they'll simply pop up unexpectedly for the leader.

Racer's Tip: Rely upon your experience and racing savvy to determine whether or not you can afford to drive down and get an extra gallon located too close to the edge for comfort. Is it worth the risk of losing a lot of time by slowing down and getting it, or is it better to keep on going at full speed?

WINNING THE RACE!

Congratulations on completing this cross-country circuit! Check your wins and analyze your score on the Race Summary Screen, and bask in the glory of victory on the Reward Screen. These two screens are alternately displayed at the end of a race, but there are ways you can freeze either screen for further study.

Press SELECT on the winner's controller when the Reward Screen is displayed and the Race Summary Screen will lock in. Pressing BUTTON B on the winner's controller when the Race Summary Screen is displayed will lock in the Reward Screen. At any time, pressing START or BUTTON A on Racer 1's controller will return you to the Title Screen where you can begin an all-new high-velocity challenge!

FOR A 1-RACER GAME: If you score more points than your computer opponents, you're the WINNER and you'll see your name in the headline of *Absolute Update* magazine! If you win *all 9 legs* against your computer opponents, your name appears on the Champion's Plaque!

If you beat A.J. Turbo in each one of the 9 legs— SUPER KUDOS to you! You're now one of the best Race America racers of them all! Watch your name appear on the Race America Trophy Cup! Win all the *drag races* too, and receive an extra-special victory screen!

FOR A 2-RACER GAME: If you score more points than your opponent, you're the WINNER and you'll see your name in the headline of *Absolute Update* magazine! If you win *all 9 legs*, watch your name appear on the Champion's Plaque!

COMPLIANCE WITH F.C.C. REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and the receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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Warranty Officer
Absolute Entertainment, Inc.
P.O. Box 116
Glen Rock, New Jersey 07452
Tel: (201) 652-1227

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For the NES:

BATTLETANK ™

The only NES tank combat game that puts *you* inside the tank!

SPACE SHUTTLE PROJECT ™

Blast off into six top-priority missions based on actual U.S. space agency operations!

For Game Boy:

THE RESCUE OF PRINCESS BLOBETTE ™

Blob is back! Sequel to the award-winning NES *A Boy and His Blob!*

TURN AND BURN ™

A first-person aerial assault simulator, featuring a fully-armed F-14 fighter jet and 99 intense combat missions.

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For Game Boy:

SUPER BATTLETANK: War in the Gulf™

First-person tank warfare blasts onto Game Boy!

For the Super NES:

SUPER BATTLETANK: War in the Gulf™

Persian Gulf battles that feature digitized graphics and VCR-quality video sequences that "...look so real you'll wonder if it's Super NES or CNN" *(Nintendo Power)*.

DAVID CRANE'S AMAZING TENNIS™

Superbly animated, precision-play court action!

RACE LOG

RACE LOG

Alex DeMeo's

RACE AMERICA™

Credits

Designed by Alex DeMeo

Programs by Frank Covito and Alex DeMeo

Graphics by Mike Sullivan

Musical Arrangements by Mark Van Hecke

Package and Manual Design by W. B. Woodworth

Instruction Manual by Paula Polk

ABSOLUTE ENTERTAINMENT

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